MediEvil™ 2

THE SPELL BOOK...

It began during the darkest age in history in a land long forgotten. **Lord Zarok**, an evil demonic sorcerer attempted to conquer the legendary land of **Gallowmere**, casting the **Spell of Eternal Darkness** to raise an army of the dead to rule the land. Zarok unwittingly awoke a long-dead adversary, **Sir Daniel Fortesque**.

After an epic battle, **Sir Dan** managed to defeat the evil **Zarok** in a final confrontation that saw the sorcerer brutally killed within his collapsing castle, his spell book seemingly lost forever in the mists of time...

THE SECOND REBIRTH OF SIR DAN

500 years later...

In London, during the reign of Queen Victoria, an ancient **Book of Black Magic** falls into the hands of a ruthless and ambitious man, an industrialist by the name of **Lord Palethorn**. Determined to wreak havoc on the world, Palethorn unleashes the book's most powerful spell, resurrecting the dead and creating monsters and demons more hideous than **Hell** could have ever dreamed of.

However, **Palethorn** has not accounted for two things: firstly, he needs the final pages of the spell book to fully control the monsters he has spawned, and secondly, as the spell rips through the city, it has again awoken our legendary hero **Sir Daniel Fortesque**.

The stage is set of another classic battle between good and evil, as both sides pit their wits and cunning against each other in a race to find the final pages...Will **YOU** find them???

RELEASE DATE:
April 2000

GENRE:
Action Adventure

DEVELOPER:
Studio SCEE Cambridge

NO. OF PLAYERS:
1

PERIPHERALS:
DUALSHOCK Analog Controller,
Memory Card

Key features

Deep, involving and humorous story-line featuring believable characters... such as a 640 year-old knight, a beautifully embalmed Egyptian princess and a professor with metal hands!

All-new enemy characters – Palethorn and his henchmen find support from zombies, ghouls, gargoyles and other monsters.

Three characters in 1 hero! DanHand, Headless Dan and Dan-kenstien modes will help you complete the story.

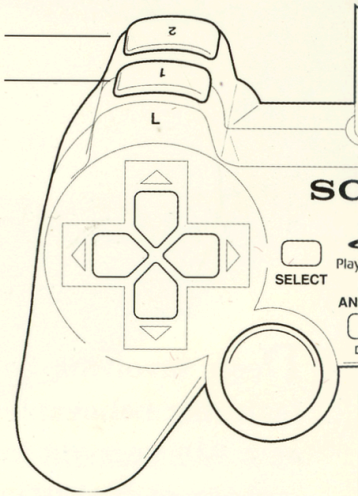
New, improved inventory system and a huge arsenal of weapons – deadly broadswords, axes, crossbows, a devastating Gatling gun and more!

Increased puzzle-solving, improved character interaction and more spare limbs than you can shake a stick at.

Numerous Mini-games to discover that will show all of Sir Dan's new talents!

Created exclusively for PlayStation by Sony Computer Entertainment Europe's Cambridge studios.

LEFT STICK/ DIRECTIONAL BUTTONS:	Move/climb. To walk while in **ANALOG** mode, move the left stick slightly; greater movement will cause Dan to run. For **DIGITAL** mode double-tap the directional button to make Dan run.
RIGHT STICK:	Control camera (look around).
CROSS BUTTON:	Primary attack/ "action" button: 1 tap = single swipe 2 taps = double swipe 3 taps = combo swipe Interact with certain characters, such as Winston and the Spiv.
(SQUARE) BUTTON:	Secondary attack (Press and hold to charge up super-attack).
(TRIANGLE) BUTTON:	(With shield) Defend/ (Without shield) Duck.
(TRIANGLE) BUTTON (WHEN RUNNING):	Daring dash/shoulder charge when running forward.
(CIRCLE) BUTTON:	Jump.



BASIC
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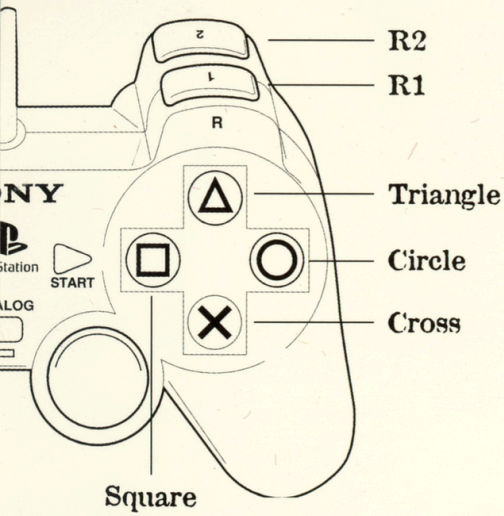

IN GAME TROLS

L1 BUTTON:	Tap to change target.
L2 BUTTON:	Hold to rotate camera left.
R2 BUTTON:	Hold to rotate camera right.
START BUTTON:	Pause game.
SELECT BUTTON:	Open inventory.
HOLD R2 + L2 BUTTONS:	1st person free camera (full look around while stationary).
L1 + (TRIANGLE):	Swap between Headless Dan and Dan-Hand.
L1 + (SQUARE):	Toggle weapon.
R1 + (UP) (DOWN) (LEFT) (RIGHT):	Hold the R1 button and use the directional buttons/ left stick in relation to the direction Dan is facing to make him strafe left or right, or to walk forwards or backwards.

NOTE:

Occasionally the swap between Dan-hand and headless Dan will be disabled, when this is the case an icon of a head will appear on-screen.

If you need anymore details, please refer to the game manual on the Press CD.

"You won't be able to put it down. Buy it!"
92%
Extreme Playstation Magazine

www.playstation-europe.com/medievil2

Packaging and design by root.